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August 15, 1997

EX PARTE OR LATE FILED

Mr. William F. Caton, Secretary
Federal Communications Commission
1919 M Street, N.W., Room 222
Washington, D.C. 20554

Re: **Notice of Ex Parte Presentation**
Direct Broadcast Satellite Public Service Obligations
MM Docket No. 93-25

Dear Mr. Caton:

This is to provide notice that John J. Sie, Chairman and Chief Executive Officer of Encore Media Group LLC ("Encore"); Midge Pierce, Vice President of Programming, WAM! America's Kidz Network -- Encore 7; Richard H. Waysdorf, Corporate Counsel of Encore; and Robert L. Hoegle, counsel for Encore, met on August 14 with the following persons regarding the above-referenced rulemaking: Chairman Reed E. Hundt and Thomas A. Boasberg, Senior Legal Advisor to Chairman Hundt; Commissioner Rachelle B. Chong and Jane Mago, Senior Legal Advisor to Commissioner Chong; and Peter Cowhey, Chief of the International Bureau, Ari Fitzgerald, Senior Legal Advisor and Rosalee Chiara, Deputy Chief, Satellite Policy Branch. An original and one copy of this letter and enclosures are being submitted to you for inclusion in the record in this proceeding, and copies are being provided to each attendee.

During those meetings, we discussed the application of the proposed rules in this proceeding to WAM! America's Kidz Network -- Encore 7. We generally reviewed the subjects set forth in the enclosed "Encore Media Group's Position" and background information regarding WAM! America's Kidz Network -- Encore 7. During the course of such review, we responded to questions from the Commission attendees regarding the data presented in the above documents.

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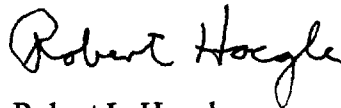
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Mr. William F. Caton, Secretary

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If you have any questions regarding the above information or enclosures, please contact the undersigned.

Very truly yours,



Robert L. Hoegle

RLH:jsl
Enclosures

cc: Chairman Reed E. Hundt (w/encl.)
Commissioner Rachelle B. Chong (w/encl.)
Jane Mago, Senior Legal Advisor for Commissioner Chong (w/encl.)
Thomas A. Boasberg, Senior Legal Advisor for Chairman Hundt (w/encl.)
Peter Cowhey, Chief, International Bureau (w/encl.)
Ari Fitzgerald, Senior Legal Advisor, International Bureau (w/encl.)
Rosalee Chiara, Deputy Chief, Satellite Policy Branch (w/encl.)



america's kidz network
encore
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America's Kidz Network

The first commercial-free network dedicated entirely to ages 8 - 16, educates, enlightens, entertains and now launches major arts commitment



WAM! Reel Learning Wins High Marks with Teachers

Unprecedented commitment — the largest block of educational programming targeted to young people, 12 hours every weekday that teachers can tape and replay - offers a valuable curriculum tool. Provides every major subject every school day, plus the most comprehensive kids' cultural campaign on television ever

- **Social Studies** brings kids the world with *We Are The Children* and WAM! original *Planet Video* showcasing unusual young people, their culture and views from around the world
- **Language Arts** promotes reading and comprehension as teens Matt and Maya chase the Spectre of Illiteracy throughout the galaxy on *Mission Reading*
- **Mathematics and Science** feature *Friends of Research and Odd Gadgets* and *Mathematical Eye*
- **Personal Development and Guidance** help young people explore future choices, encourage their musical and artistic talents and foster good citizens
- **"You Gotta Have Arts"** features hands-on-series *Art Attack*, *Music Factory* and *Musical Encounters*
- **Customized questions and descriptions** help teachers with planning
- Plus, **WAM! Whiz Tips** help kids ace their studies and **Where In The World Is The WAM! Family Graham?** explores America in the WAM! family van
- **Regularly Scheduled, Curriculum-Specific Strips** make delivery dependable



WAM! Entertainment Zone Features Programs Parents Trust and Kids Enjoy

- Leonard Bernstein's *Young Peoples' Concerts* with the New York Philharmonic
- Family favorites like *Our House* and *Eerie, Indiana*
- Award-winning international dramas and adventures such as *Sky Trackers*
- U.S. Premieres of book-based series, like *Enid Blyton Adventures* and dramatic series that broaden adolescents' sense of themselves and help them find their place in the world
- Original series *Famous Five* and first WAM!-funded film in '97



WAM! Gives Kids Positive Role Models





- As hosts, WAM! Kids introduce WAM! At the Movies and talk about issues that concern them
- WAM! Cams featuring extraordinary young people run throughout the day where other channels run commercials
- Art Cams spotlight aspiring young talent




Kids Love it. Teachers need it. Parents trust it.

MONDAY – FRIDAY LINE-UP

REEL LEARNING

9 AM		Current Events Social Studies	We Are the Children Global Family Ancient Civilizations Green Earth Club
11 AM		Language Arts	Read All About It Literary Adaptations/Biographies
12 PM		Science/Math	Scientific Eye Mathematical Eye How 2 F.R.O.G. (Friends of Research & Odd Gadgets)
2 PM		You Gotta Have Arts	Music/Art/Culture

AFTER SCHOOL ENTERTAINMENT BLOCK

3 PM		Scratch — Exciting teen magazine show with celebrity profiles, action-adventure segments and important teen issues.
		Riding High Hour — Teens learn important lessons about character and competition at English Riding Academy (1 hour)
		Our House — Values prevail in this sometimes comic, always heartwarming family drama (1 hour)
		Enid Blyton Adventure Hour — High adventure adaptations of books by famed English children's author (1 hour)
		Heartbreak High — Teens work with teachers, families and friends to find positive solutions to contemporary problems (1 hour)
7 PM		


7PM–3 AM Block Repeated Twice

3–9 AM Education Block Learning Pre-Feed (6 Hours)


WEEKEND LINE-UP



ENTERTAINMENT ZONE an encore network

9 AM		Kaboom, Kazoom — Worldwide sports roundup
		Streetnoise — Magazine format features kids from around the world
		Deke Wilson — Young detective uncovers complex clues to solve mysteries
		Bay City — Ecology and lost teens mix in this multicultural family drama
		Deep Water Haven — Children laugh and cry with single Dad, a skipper for oceanside community
		Kerrisdale — Teens face divorce, new schools & peer pressure in this compelling award-winning Canadian dramatic series
		Eerie Indiana — Weirdness is only constant in this town where Elvis gets his mail
		Sky Trackers — International Film Festival winner showcases computer whiz kids scanning the skies for signs of extraterrestrial life
		Press Gang — Student journalists learn editing and people skills as school paper becomes community Gazette
2 PM		Legend of the Hidden City — Adventure, action and lost treasure await teen trio

WEEKEND MOVIE BLOCK

2 PM		WAM! At the Movies #1 WAM! At the Movies #2	(e.g.: <i>The Yearling</i> , <i>Grease</i> , <i>Harry & the Hendersons</i> , <i>Lassie Come Home</i> , <i>Oh God Book II</i>)
6 PM			

SATURDAY NIGHT

6 PM	Eerie Indiana — Fantasy
	Sky Trackers — Drama Adventure
	Press Gang — Drama
	Legend of Hidden City — Adventure/Action
8 PM	WAM! At the Movies #1 (Repeat)
	WAM! At the Movies #2 (Repeat)
	WAM! At the Movies #1 (Repeat)
2 AM	
2 AM – 9 AM	Sunday Education Block

SUNDAY NIGHT

6 PM	Bernstein (1 hour)
	Press Gang
	Legend of Hidden City
	Eerie Indiana
	Sky Trackers
	Enid Blyton Adventure Hour
	Kerrisdale
	Bernstein/Press Gang/Legends
12 AM	
12 – 3 AM	Monday Entertainment Block

* All Entertainment programs are kid-hosted

REEL LEARNING EDUCATIONAL SERIES

Kids' Planet Video - First WAM! original educational series features video diaries written and produced by youngsters in 36 countries. Kids develop an appreciation for other cultures in this series cited by the United Nations as an example of how kids around the world can learn about each other. 13 episodes

Mission Reading - Reading skills improve dramatically as students follow Earthling Matt Lukavitch and Maya Quark of the Planet Miff on an intergalactic mission to overcome the Spectre of Illiteracy. 8 episodes

The Global Family - The interrelationships of the environment, animals and human beings, and the need to preserve and protect the riches of nature are stressed. 80 episodes

Swallows & Amazons - *The Big Six* and *Coot Club* are the only two children's feature films ever made based on Arthur Ransome's celebrated series of children's books called *Swallows & Amazons Forever*. 8 episodes

Musical Encounter - Musical appreciation develops as students learn about musical instruments and melodious knowledge. 42 episodes

Music Factory - The Music Factory provides a solid foundation of music through a conceptual approach and by providing interesting and meaningful demonstrations of musical classroom activities. 10 episodes

F.R.O.G. - Friends of Research and Odd Gadgets, explores subjects such as building an energy efficient doghouse, how fish breathe underwater, constructing a solar oven and how a chicken's foot inspired building a giant robotic arm. 20 episodes

Green Earth Club - Young people face the impact of the environmental choices we all make in daily life and discover how they can make a difference. 23 episodes

Mathematical Eye - Documentary film, cartoons, computer graphics and open-ended questions are used to encourage young people to see how mathematics has everyday applications. 20 episodes

Scientific Eye - By applying the scientific method to the solution of everyday problems, students learn to look at the world through "scientific eyes." 25 episodes

Grimm Folk/Fairy Adaptations - Traditional German fables are adapted into contemporary storylines that reflect values of early America through present day. Series includes an episode on Making Grimm Movies that teaches kids media literacy by deconstructing the film-making process from casting to special effects. 10 episodes

How 2 - Hands-on science show uses humor to demonstrate simple experiments and drive curiosity about scientific phenomenon. 44 episodes

Art Attack - Winner of the 1993 BAFTA Award for Best Children's Factual Program, this visually powerful and irresistible art series stimulates children's creativity with projects kids can do themselves. 55 episodes

We Are the Children - 36 different cultures are explored by children, who relate everyday experiences and the educational priorities in their countries. 36 episodes

ENTERTAINMENT ZONE SERIES

Enid Blyton Adventure Series - Video adaptation of books by Britain's most prolific author depicts a blended family that encounters mystery and adventure throughout Europe. U.S. Premiere. 24 episodes

Famous Five - Enid Blyton's original series exclusively for WAM! continues the adventures of four cousins and their dog. Also, vignettes accompanying the episodes provide kid actors' views of making series. 24 episodes

Sky Trackers - Teens at a satellite tracking station in the Australian outback use high-tech computer technology to solve problems and save lives. U.S. Premiere. 26 episodes

Awards won:

1994 Australian Film Institute: Best Children's Drama

1995 Banff Television Festival: Finalist for Best Children's Series

1995 Media New Award: Best Children's Series

Press Gang - High school newspaper editors learn problem-solving skills and valuable lessons in civics and ethics as they cover community news. U.S. Premiere. 43 episodes

Awards won:

1990 BAFTA: Best Children's Programme

1990 Television Movie Awards: Best Children's Drama

1993 N.Y. International Film & T.V. Festival: Finalist in Children's Category

Kerrisdale - Coping with peer pressure, stress and teachers is explored at the fictional Kerrisdale Junior High School. U.S. Premiere. 21 episodes

Awards won:

1993 & 1994 Top Canadian Children's Program

*1995 Media Agency: Panasonic Award
1995 Association for Media & Technology
Education in Canada Excellence Award*

Kaboom, Kazoom - Australian sports show features kids undertaking extraordinary feats around the world. U.S. Premiere. 26 episodes

Riding High - English riding academy youngsters face challenges of growing up. U.S. Premiere. 65 episodes

Our House - Humor and consensus values prevail as a family deals with cross-generational issues. 46 episodes

Eerie, Indiana - Antics erupt from the "center of weirdness," the only town in America where Elvis gets his mail. 19 episodes

Legend of the Hidden City - Three teens on an archeological expedition discover not only buried treasure, but a treasure trove of adventures. U.S. Premiere. 26 episodes

Leonard Bernstein's Young People's Concerts - World's most requested music series returns to TV after 20 years to charm a new generation. 25 episodes

Elly and Jools - A special friendship between a boy and his "ghoul" friend leads to adventure, mystery and outrageous comedy. U.S. Premiere. 12 episodes

Heartbreak High - American youngsters experience this #1-rated European favorite featuring positive outcomes to contemporary situations like sibling rivalry, teacher trouble and parental friction. U.S. Premiere. 91 episodes

Deke Wilson - This mystery-drama focuses on young detective who rights the wrongs that prey on the innocent and the just in the town of Windsor, Ontario. U.S. Premiere. 13 episodes

Bay City - Escapades involve the environment, technology and life in a multi-cultural society. 13 episodes

WAM! VALUE-ADDED EXTRAS

Where other channels run commercials, WAM! runs short subject features that motivate, inspire and provide role models. The only thing WAM! advertises is trustworthy entertainment and education.

WAM!CAM Samples

- **Harlem Boys Choir:** NYC choir takes to the road to share music and learn about life outside the big city.
- **Meer Image:** Alternative dance squad increases school spirit
- **Kids on Film:** Film class makes a movie
- **Bottles to Clothes:** WAM! reporter shows how plastic bottles can be turned into clothes
- **Enviro Focus:** High school club goes "green"
- **TV Kids:** Real kids talk about real issues
- **Sax Kid:** Saxophone prodigy explains his talent
- **Restaurant Kids:** Exotic culinary arts careers are depicted
- **Eating Disorders:** Teen-age girls fight anorexia and bulimia
- **NASA Kid:** Student reaches edges of space in Kuiper Airborne Observatory
- **Let Freedom Ring:** Croatian exchange student explains what freedom means to her
- **Pilot Girl:** Youngest female pilot prepares to fly across the oceans
- **Keiko-Free Willy:** Famous whale begins road to recovery
- **Vice President of Fun:** Radio AAHS executive is a kid
- **Rockies Bat Boy:** Unusual summer job is more than fetching bats
- **Circus Kid:** 13-year-old girls tells what it's like growing up as a juggler in the circus
- **Pearl Harbor:** Historical event recounted by Hawaiian teen
- **Valentina Herrera:** 15-year-old wants to change the world with music

Where In The WAM! World Are They?: The Graham family of Wichita, Kansas sold their house, their family-owned business, and bought a van to take the ultimate family vacation traveling through all 50 states to rediscover America. Twelve year-old Courtney Graham is WAM!'s eye on the family's adventures. Her mom uses a Hi-8 video camera to tape Courtney's reports, which include *Geography Bits*, *Biographical Bits*, *WAM!Words*, and *Historical Bits*.

You Gotta Have Arts: Look for educational segments about kids involved in the arts and educational background segments by kid hosts who introduce *Leonard Bernstein's Young People's Concert Series* every Sunday.

ARTCAMS: Feature artists, painters, pianists, dancers, musicians, and other artistic ways of expression.

WAM! GOES TO WASHINGTON, D.C.

It's a fact, kids can't vote. Why should they care about the Presidential election or the government? WAM! visited our nation's capitol to encourage kids to be excited about the government by producing several entertaining yet educational segments:

"Liz Meets the President": Sixteen-year-old WAM! Roving Reporter Liz Poyer finds out from President Clinton what's the best part about being President and what it's like raising a teenager in the White House. She even roams around the White House exploring the different rooms, while explaining them in a "Lizesque" funny way. The President was very thankful when Liz gave him three wonderful WAM! t-shirts. "Maybe I'll wear them jogging," said President Clinton.

"The President and You": WAM! host Liz Poyer offers interesting facts about the job as President and answers some interesting questions like, "How old do you have to be to run for President?" She asks kids on the street in Washington similar questions, and surprisingly, less than half know the correct answers.

"Girls Nation": Every year, two girl representatives from almost every state are chosen to represent their state and travel to our nation's capitol to learn about the government and the election process. WAM! follows Kate Randall, a young politician from Alabama, as she takes us through her experience at Girls Nation in Washington, D.C.

WAM! Words: *"Franking Privilege"* *"Filibuster"* *"Lame Duck"*
Liz Poyer explains the above words in a fun and educational manner.

WAM! runs educational vignettes where other networks run commercials.

Midge Pierce
Vice President - WAM! Programming

Midge MacIlroy Pierce, cable and broadcast programmer, producer, journalist and educator is Vice President - Programming for WAM! America's Kidz Network, an encore network, the only 24-hour commercial-free network for underserved adolescent "tween" viewers.

In addition to her responsibilities with WAM!, Midge serves on the board of Cable in the Classroom, an association of cable programmers and operators dedicated to serving the educational needs of schools nationwide, and is on the advisory board of the National Museum of American Art's educational division.

Prior to joining Encore Media Corporation, Midge was Program Manager for Pacific Mountain Network (PMN), a public television program provider. During her seven years with PMN, she launched THE CLASSROOM CHANNEL to six (6) million students at 12,000 middle and high schools nationwide. She also commissioned and provided production oversight on award-winning projects for young people including *Teen Court*, *Real Science* and *Upstarts*, a four-part series that empowered young people to make a difference in their communities.

As an educational producer, she has been instrumental in introducing media literacy to schools nationwide, first through the six-part-series, CREATING CRITICAL VIEWERS produced by PMN for the National Academy of Television Arts and Sciences, and later, through concept and script development for PMN/cable co-production, TUNING IN: AN INTRODUCTION TO MEDIA LITERACY. She has served in development and consultancy capacities for educational production by the Newman Foundation, NBC Business Video, Achievement TV and Hamilton Productions. Plus, she developed a resource compendium entitled, Youth Violence Prevention.

In the early 80s, as co-anchor/originator of *Journal* for WYES-TV, New Orleans, Midge produced weekly mini-documentaries. As an award-winning broadcast and print journalist, she has received a UPI Investigative Reporting award and has been cited for outstanding feature writing by the Western Publications' Association.

Midge taught journalism and developed curricula at the middle school level after the birth of her own two children, now "tween-agers" and daily reality checks for WAM!.



Kids love it.
Teachers need it.
Parents trust it.

For Immediate Release

WAM! AMERICA'S KIDZ NETWORK DISCOVERS AMERICA THROUGH THE EYES OF A 12-YEAR-OLD ROVING REPORTER

WAM! America's Kidz Network goes on the road with the Graham family of Wichita

Englewood, CO, December 10, 1996 -- Encore Media Corporation's ("EMC") WAM! America's Kidz Network-encore 7_{am} ("WAM!") is going **On The Road With The WAM! Family** headed up by 12-year-old WAM! Roving Reporter Courtney Graham. The Graham family of Wichita, Kansas -- mom Marlene, dad Craig, daughter Courtney and son Collier -- is on a year long journey to discover America with a Web site and a WAM! Corder. WAM! joins the Graham family at the half way point of their adventure.

"We are excited to be able to literally get WAM! on the map by traveling cross-country with Courtney," said Midge Pierce, Vice President of Programming for WAM!. "Courtney is an aspiring journalist whose on-the-road schooling and kid's perspective of America is an exciting story and one that clearly fits the WAM! mission to provide quality educational and entertainment programs with positive role models that motivate and inspire young people to be good, respectful citizens."

Courtney, who left Wichita on the fourth of July, already has a chronicle of experiences including playing baseball on the field of dreams in Iowa, spotting killer whales off the coast of Alaska, driving a tractor through Idaho potato fields, visiting a mining camp in Montana, camping next to a den of lions in the Bismark Zoo, and interviewing celebrities, VIPs and the governors of eight states. Courtney's video correspondence will include WAM! Words like "indigenous" as she visits native Americans, geography information to help other youngsters follow her travels and a kid's eye view of the state of education, art and culture throughout the 50 states.

Along with her on-air pieces, Courtney will file an online report once a month on the family's home page (Web site address is <http://www.usatrip.org>. Mom Marlene's e-mail is mgraham@brigadoon.com). On-air pieces will include:

GeoBits: Courtney will provide historical and geographical tidbits throughout her travels.

Arts Across America: As an aspiring musician, Courtney will file pieces such as learning to play the banjo in Tennessee and the dulcimer in West Virginia.

-more-

WAM! America's Kidz Network, Page 2

Schools that Work: Courtney has established on-line connections with schools across America. She will visit/attend them throughout her journey.

Where in the WAM! World Are They: An on-going promotion, WAM! viewers can track Courtney and her family's adventures around the country. Viewers who spot the WAM! Van will receive a specially designed souvenir of the WAM! Family On The Road's journey through America.

EMC is the largest provider of cable and satellite-delivered television channels in the United States, currently counting more than 25 million pay units through its ownership of: ENCORE_{SM}, an affordable premium service featuring hit movies from the '60s, '70s and '80s as well as plex-encore 1_{SM}, theme by day (combined more than 11 million pay units); six Thematic Multiplex services -- Love Stories-encore 2_{SM}, Westerns-encore 3_{SM}, Mystery-encore 4_{SM}, Action-encore 5_{SM}, True Stories & Drama-encore 6_{SM}, and WAM! America's Kidz Network-encore 7_{SM} (combined theme channels have nearly 12 million pay units); STARZ!¹-encore 8_{SM}, the first-run premium multiplex movie service (nearly 5 million pay units), and STARZ!²-encore 8_{SM}, featuring "prime time any time." BET Movies/STARZ!³-encore 8_{SM}, the first urban and black-oriented movie channel devoted to showcasing black film artists will launch February 1, 1997. In addition, EMC's International Channel_{SM} offers multi-lingual basic cable programming in 29 different Asian, European and Middle Eastern languages to 7 million subscribers in the U.S. and Latin America

Contact: Marc C. McCarthy
 Director of Communications
 303/267-5851 Ph 303-619-2708 Cell



Kids love it.

Teachers need it.

Parents trust it.

Lesson Plan for Art Attack

Program Name: Art Attack

Run Time: 65 episodes / 30 minutes each

Recommended Grade Level: 3 - 10

Curricular Area: Art

Synopsis:

Easy-to-make, inexpensive art projects are demonstrated using every day odds and ends found around the house. The series offers parents, teachers and kids an array of tips for artistic expression from simple tasks to rainy day projects to great gift ideas and decorating tips.

After viewing, students will be able to:

- ☞ Appreciate the different forms of art.
- ☞ Express themselves using a variety of creative methods.
- ☞ Identify different painting techniques.
- ☞ Demonstrate the ability to create colors by mixing paints.
- ☞ Utilize a variety of techniques to demonstrate shading effects.
- ☞ Create the impression of depth.

Think About:

- ✗ What is art? What makes a good artist?
- ✗ Why are dancers and musicians also referred to as artists?
- ✗ What is the difference between a cartoon and a caricature?
- ✗ What is another word for mirror images?
- ✗ How do you create shadow effects?

Suggested Activities:

- ✗ Create a collage using pictures that depict a particular theme or emotion.
- ✗ Create a cartoon character and write a weekly strip for your school newspaper.
- ✗ Use a variety of materials to make a collage depicting the main idea of a story.
- ✗ Paint with a variety of uncut and cut fruits and vegetables such as star fruit, oranges, potatoes, artichokes, and broccoli. Discuss the different textures they leave and the designs they make.
- ✗ Decorate different borders or frames using odds and ends like change, pasta noodles, beans, buttons, etc.
- ✗ Make a calendar for the upcoming year. Decorate the pages using some of the techniques demonstrated on the program.

Key Vocabulary:

Origami
Sculpture
Silhouette
Expression

Batik
Collage
Caricature
Distance

Stencil
Perspective
Crosshatching
3D

Illuminated
Mounting
Plaster
Animation



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Lesson Plan for Music Factory

Program Name: Music Factory

Run Time: 10 episodes / 30 minutes each

Curricular Area: Music

Recommended Grade Level: 3 - 8

Synopsis:

This upbeat program features kid hosts introducing musical concepts, musicians and instruments. Reinforcing the musical concepts are entertaining blocks which feature extraordinary young artists, classroom activities and hands-on experiments, demonstrations of instruments, puzzles and wacky skits. Each episode is wrapped with reviews of concepts and vocabulary.

After viewing this series, students will be able to:

- ☞ Understand the basic concepts of music.
- ☞ Gain music appreciation.
- ☞ Learn about composers and musicians.
- ☞ Explore a wide range of music.
- ☞ Explore diverse compositions and instruments found in different cultures.
- ☞ Identify members of instrument families.
- ☞ Demonstrate an understanding of music signs and symbols through movement and listening activities.
- ☞ Demonstrate through singing and hand motions an understanding of contour.
- ☞ Differentiate between Major and minor chords through listening activities.

Think About:

- ✗ What are the ABCs of music?
- ✗ What are the elements of rhythm?
- ✗ What are the elements of tone?
- ✗ What is the difference between pitch and timbre?
- ✗ How can you change timbre?
- ✗ What is a scale?
- ✗ What are the different types of rests and their values?

Suggested Activities:

- ✗ Construct musical instruments using ordinary household items and explore the concepts of timbre and rhythm patterns.
- ✗ Play the "Hokey Pokey" to reinforce musical concepts such as instruments, music notes, composers, etc.
- ✗ Listening to a piece of music, identify chords as Major or minor as well as identify the instruments. Categorize them by musical family.
- ✗ Using eight glass bottles with varying quantities of water, create scales by arranging bottles from lowest to highest pitch in ascending order.

Key Vocabulary:

Tone	Rhythm	Beat	Scale	Texture
Pitch	Vibration	Tempo	Melody	Form
Timbre	Harmony	Meter	Chord	



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Lesson Plan for Musical Encounter

Program Name: Musical Encounter

Run Time: 42 episodes / 30 minutes each

Curricular Area: Music

Recommended Grade Level: 3 - 8

Synopsis:

A continuing series of programs feature outstanding young musicians performing for student audiences from kindergarten through sixth grade. Special guest hosts provide introductions, answer questions from the audiences and provide historical and miscellaneous musical information. The goal of the series is to bring together young performers with young audiences to foster an appreciation and understanding of the challenges players face.

After viewing, students will be able to:

- ✎ Gain an appreciation of music and the dedication it takes to be a musician.
- ✎ Demonstrate how musical tones are shown on a staff and what the lines and spaces indicate.
- ✎ Understand a variety of rhythmic patterns.
- ✎ Distinguish the importance of definite and indefinite pitch in the performance of both jazz and classical music.
- ✎ Recognize the sections of an orchestra and identify different instruments in each section.
- ✎ Understand the kinds of music famous composers wrote and become familiar with their styles.
- ✎ Understand that folk music and dance are important parts of all cultures and allow stories about the way of life to be passed from generation to generation.

Think About:

- ✕ What are some technical difficulties of playing a string instrument?
- ✕ How are different sounds produced on woodwind instruments?
- ✕ Why is the piano often called the "basic musical instrument"? Why is it classified as both a percussion and string instrument?
- ✕ What role does a conductor play in an orchestra? Could an orchestra perform without one?
- ✕ How are the flute and piccolo different from the rest of the woodwind family? What characteristics do woodwinds share?
- ✕ What is the difference between a band and an orchestra?
- ✕ What is a symphony?
- ✕ What are the major differences between a classical guitar and a folk guitar? Between an acoustic and an electric guitar?
- ✕ Once a dance has been choreographed, how can the arrangement of movements be recorded so others can reproduce it?
- ✕ Although the saxophone is a woodwind, what characteristics does it have that are similar to the brass family?
- ✕ What is the difference in the function of the pedals on the harp and those of the piano?



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Teachers need it.
Parents trust it.





Lesson Plan for How 2

Run Time: 44 episodes/15 minutes each

Curricular Area: Science

Recommended Grade Level: 4 - 7

After viewing this program, students will be able to:

-  Draw conclusions based on observation and data.
-  Conduct simple scientific experiments to support theories.
-  Apply scientific principles to real life situations.
-  Answer questions using research skills.

Synopsis:

Unusual and perplexing questions about how things work are demonstrated. To help illustrate the explanations, three scientist-hosts conduct highly technical experiments and consult a variety of sources and experts to solve life's simple mysteries.

Think About:

- X What causes objects to have elasticity?
- X What are some examples of elastic sponges?
- X What causes propellers to appear invisible while spinning rapidly?
- X How does the amount of water in a bottle affect sound?
- X What purposes do windmills serve?
- X How does your mind play tricks on you?
- X What are the signs of poisonous mushrooms?
- X What are the characteristics of an insect?
- X What makes a duck have buoyancy?

Suggested Activities:

- X Experiment with a variety of growing techniques using some of the examples illustrated on the series. Keep a log to note your observations.
- X Have fun with words! Students research the origins of words, create their hieroglyphics to convey messages, etc.
- X Students work in teams to come up with original How 2 problems and demonstrate the explanations to the class.

Key Vocabulary:

Gravity
Theory
Leach
Identical
Suspension

Balance
Anatomy
Stationary
Kaleidoscope
Origami

Repel
Carbon-dating
Pliable
Secrete
Optical Illusion

Latent Heat
Hieroglyphics
Atmospheric
Pressure
Electro-magnets







Kids love it.
Teachers need it.
Parents trust it.

F.R.O.G. (Friends of Research and Odd Gadgets)

Run Time: 20 episodes/30 minutes each
 Curricular Area: Science
 Recommended Grade Level: 3 - 8

After viewing this series, students will be able to:

-  Make observations and gather data to draw conclusions.
-  Research the best methods to tackle problems.
-  Apply scientific principles to real life situations.
-  Construct simple gadgets.

Synopsis:

With the aid of a computer, kids learn simple hands-on science lessons that teach them research and experimentation. Using odds and ends found around the house, yard and garage, plus a little thought and reports from field reporters, young scientists learn to build an energy-efficient doghouse, construct a solar oven, discover how fish breath underwater and explore how a chicken's foot inspired the building of a giant robotic arm.

Think About:

- X What are some things we can do to conserve energy?
- X How can technology and art work together?
- X How many different sources of energy do we use to energize our world? What are the advantages and disadvantages of each?
- X How can scientists learn from observing animal behavior?
- X Can scientific advances sometimes have a negative effect on the environment?
- X What jobs cannot be done by computers or robots?
- X What are some naturally occurring magnets?
- X How can the sun be used as a means to keep time?
- X What are some objects that are made from recycled plastics?
- X How do short wave radios differ from am/fm radios?
- X Why should story boards be used when creating a cartoon?
- X How can illusions be used to trick our minds?

Suggested Activities:

- X Visit a recycling center to research how materials are processed and the many uses of products that are made from recycled materials.
- X Organize and judge a science fair, based on projects made from materials typically found around the house.
- X Research the different forms of energy and the advantages and disadvantages of each.
- X Using a home video camera, write, shoot and edit a television commercial.

Key Vocabulary:

insulation	magnetic	nuclear power	oscilloscope
solar-heat	aquarium	robot	sound waves
conservation	generator	animation	short waves
electro-magnets	hydro-power	vibrations	illusion



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Lesson Plan for *Swallows & Amazons—The Big Six*





Based on Arthur Ransome's books.

Run Time: Four 30 minute episodes

Curricular Area: Personal Development & Guidance

Recommended Age: 8 - 12 years old

After viewing this series, students will be able to:

-  Apply problem solving strategies to confusing situations.
-  Investigate surroundings to gather clues and evidence.
-  Understand the importance of truth and honor.
-  Appreciate the value of friendship.

Synopsis:

When Dick and Dot return to Norfolk from vacation, they rejoin their gang, the "Coot Club," a group of kids that spend their time protecting the waterways and wildlife of England's Norfolk. Bill, Joe and Pete, better known as the "Death and Glory" boys, are wrongly accused of casting adrift the local fishing fleet and stealing equipment from the boatyard. It's up to the rest of the Coot Club to clear them and catch the real villain.

Think About:

- ✗ Why are the boys accused of casting adrift the local fishermen's boats? Why don't the townspeople believe the boys are innocent?
- ✗ The boys could have helped clear their names by telling the police where the money came from. Why did they choose not to? Why is it important to keep your word?
- ✗ Why are Bill, Pete and Joe called the "Death and Glory" boys?
- ✗ Who do you think is framing the boys? Why are they being framed?
- ✗ What leads the children to dub themselves "The Big Six?"
- ✗ How do they catch the culprit? What clues do they use? Why did they keep a log?
- ✗ What means would you have used to capture the criminal?

Suggested Activities:

- ✗ Create a scavenger hunt. Working in teams, have students write, illustrate clues and prepare questions leading to the secret object or villain.
- ✗ Locate Norfolk, England on a map. Write a report on the way of life (customs, dress, etc.) during the 1930s.
- ✗ Write another adventure story for the gang and act it out. Make props, customs, etc.
- ✗ Read other books from Arthur Ransome's *Swallows & Amazons* series.

Key Vocabulary:

Coot
Daft

Clues
Criminal

Evidence
Truth

Circumstantial
Investigate

Innocent



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Lesson Plan for **Mission: Reading**

Run Time: Eight 15 minute episodes

Curricular Area: Language Arts

Recommended Age: 9 - 14 years old

After viewing this program, students will be able to:

- ☞ Understand that reading is a necessity.
- ☞ Apply reading strategies and research skills to solve problems.
- ☞ Use reading strategies and contextual clues to decipher words and expand vocabulary.
- ☞ Realize that personal experiences influence story interpretations.
- ☞ Understand that active involvement in a story will add to reading enjoyment.
- ☞ Recognize that "point of view" affects a story.

Synopsis:

Matt and Maya embark on a reading adventure when they find themselves trapped in a video game and the only way home is to read their way out. The two overcome many challenges along their journey as they master new reading strategies and abandon old insecurities about their ability to read. After proving to the Beast Within that they have become skilled confident readers, they overcome the Spectre of Illiteracy and return home.

Think About:

- ✗ What everyday items require reading skills to operate?
- ✗ What problems do Matt and Maya encounter because of their reading difficulties?
- ✗ What distractions do they meet on their journey through space? What distracts you from learning?
- ✗ Who and what is Spectre? How do Matt and Maya conquer it?
- ✗ Why are Matt and Maya placed in the middle of the tale of **Jack and the Beanstalk** before returning home? Why do they interpret the story differently?
- ✗ What do Matt and Maya learn as a result of their adventure? What do you think would have happened to them had they not learned to read?
- ✗ What are the disadvantages and dangers of being illiterate? How would you encourage someone who is illiterate to learn to read?

Suggested Activities:

- ✗ Write a poem, song or rap about the story.
- ✗ Working in teams, write and illustrate a different ending or future episode leaving out information. Read and look at pictures to figure out missing elements.
- ✗ Research all variations of a fairy tale such as **Sleeping Beauty** and discuss how each differs.
- ✗ Read a book such as **The Wizard of Oz** and view the movie; discuss how interpretation can alter the story.

Key Vocabulary:

Interpretation Experience

Character

Knowledge

Spectre

Point of View



Kids love it.

Teachers need it.

Parents trust it.

Lesson Plan for We Are The Children

Program Name: We Are The Children

Run Time: 23 episodes / 30 minutes








Curricular Area: Social Studies

Recommended Grade Level: 4 - 8

Synopsis:

This program offers a unique perspective into the everyday lives of young people around the world. In each episode we are introduced to a child in a far away land. We follow the child on a typical day while learning their heritage, customs and beliefs. We learn that although ways of life may differ, people around the world share many commonalities.

After viewing this series, students will be able to:

-  Locate featured countries on a world map.
-  Recognize traditions and customs of other countries.
-  Compare and contrast the way of life in America with that of other countries.
-  Describe regional culture and traditions.
-  Identify famous artists, works of art and art forms.
-  Respect other's beliefs and traditions.
-  Appreciate vernacular music and dance.

Think About:

- X What would life be like without electricity, phones, running water, paved roads, air conditioning, or cars?
- X What forms of energy are used to fuel different parts of the world?
- X How does the practice of yoga ease fears and relieve pain?
- X How can diet reflect cultural beliefs and customs?
- X Many children wear uniforms to school. Is this a good idea? Why or why not?
- X How does an education improve economic conditions for people?
- X How are computers changing the way civilized nations work and do business?
- X What does modern art attempt to do?
- X How do music and dance reflect the beliefs of a society?
- X Why do folklore and superstition play an important role in some cultures?
- X In many countries, men and women have very distinct role or functions. Define some.
- X Why is the United States often referred to as "the great melting pot?"
- X From what countries have Americans adopted their traditions?
- X Why does adolescence signify a major turning point in many cultures?
- X Do you think home remedies are as effective as manufactured medications for treatment of illnesses? Why or why not?
- X How do featured sports differ from those played in the United States?



Kids love it.

Teachers need it.

Parents trust it.

Lesson Plan for Green Earth Club

Program Name: Green Earth Club

Run Time: 23 episodes / 15 minutes

Recommended Grade Level: 4 - 6

Curricular Area: Science & Social Studies

After viewing this series, students will be able to:

- ☞ Make observations and gather data to draw conclusions.
- ☞ Research the best methods to tackle environmental concerns and dilemmas.
- ☞ Initiate local community projects to improve or preserve the environment.
- ☞ Become sensitive to environmental conditions.
- ☞ Communicate a message through the use of persuasion.
- ☞ Design simple devices or projects to eliminate waste.

Synopsis:

This program offers a unique examination of how our everyday life impacts the environment. Young hosts explore environmental issues and hear contrasting points of view on controversial topics such as fur trading, chemical manufacturing, timberlands, etc. Each episode includes spotlights on EnviroKids, children who have initiated local environmental projects; Green Tips on the 3 "Rs": Reduce, Reuse and Recycle; Get Activated; and reviews of books, shows and movies about the environment. Messages are reinforced through song and dance routines that young guests have composed or choreographed.

Think About:

- ✗ What are some things we can do to preserve the environment?
- ✗ How many different sources of energy do we use to energize our world?
What are the advantages and disadvantages of each?
- ✗ How can scientists learn from observing animal behavior?
- ✗ Can scientific advances sometimes have a negative effect on the environment?
- ✗ What are some objects that are made from recycled plastics?
- ✗ What happens to the environment when a species becomes extinct?
- ✗ What role in the environment do trees play?
- ✗ What are the advantages and disadvantages of organic versus chemical-use farming?
- ✗ Why can't all glass items be recycled?

Suggested Activities:

- ✗ Visit a recycling center to research how materials are processed and the many uses of products that are made from recycled materials.
- ✗ Start a community awareness project in the school to improve or preserve the environment.

Key Vocabulary:

toxic
urban renewal
organic
endangered
reforestation

compost
agroforestry
environment
habitat
extinction

petroleum
pollution
sulphur emissions
acid rain
landfill

wetland
solar-energy
conservation
hydroelectricity



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Teachers need it.

Parents trust it.

Lesson Plan for Kids' Planet Video







Program Name: Kids' Planet Video

Run Time: 13 episodes / 30 minutes

Curricular Area: Social Studies

Recommended Grade Level: 4 - 10

After viewing this series, students will be able to:

-  Locate featured countries on a world map.
-  Recognize traditions and customs of other countries.
-  Compare and contrast American life with that of other countries.
-  Describe regional culture and traditions.
-  Respect other's beliefs and traditions.
-  Appreciate art forms, artistic expression, music, and dance.

Synopsis:

This magazine series is written, directed, edited, and produced by kids. It allows children from 35 countries to share ideas, feelings and knowledge. Through home videos, e-mail and letters, these young people are able to record their daily lives and express themselves with video diaries that highlight their wide range of interests. This global exchange of lifestyles helps kids develop an appreciation for other cultures and provides a vehicle for kids to take pride in their own heritage. Video cameras and training are available to participants.

Think About:

- X What would life be like without electricity, phones, running water, paved roads, air conditioning, or cars?
- X Many children have jobs to help support their families. What types of jobs do young people in the United States have? For what reasons do they have jobs?
- X How can diet reflect cultural beliefs and customs?
- X Are school uniforms a good idea? Why or why not?
- X How do some of the featured recreational activities differ from those in this country?
- X How does education improve economic conditions for people?
- X How do music and dance reflect the beliefs of a society?
- X Why do folklore and superstition play an important role in some cultures?
- X In many countries, men and women have very distinct roles or functions. Define some.
- X Why is the United States often referred to as "the great melting pot"?
- X From what countries have Americans adopted their traditions?
- X What effect does war have on countries and their people?
- X Why does adolescence signify a major turning point in many cultures?
- X Do you think home remedies are as effective as manufactured medications for treatment of illnesses? Why or why not?
- X What can we do to preserve the environment?



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Lesson Plan for Read All About It!

Run Time: 20 episodes/15 minutes each

Curricular Area: Language Arts

Recommended Grade Level: 4 - 6

After viewing this program, students will be able to:

-  Develop an appreciation for literature.
-  Recognize the relationship between personal experience, reading and writing.
-  Develop character and plot in creative writing.
-  Read for information and analyze, assess and predict possible consequences.
-  Enhance critical viewing skills.
-  Develop reading comprehension strategies.
-  Expand vocabulary and language usage.
-  Apply research skills.

Synopsis:

Using the "visual reader" format, students improve language arts skills. Using a newspaper as the format, four inquisitive kids create the Herbertville Chronicle to investigate unusual activities in the fictional world they create.

Think About:

- X** What is the importance of the design and layout of a newspaper?
- X** What is the role of a journalist?
- X** Why is history important? What can we learn from the past?
- X** Why is it important to have more than one historical point of view?
- X** Why is it important to keep information as current and up to date as possible?
- X** What qualities in books help build long term popularity among readers?
- X** What techniques are used in movies to set the tone of a story, gain insight into characters, create the setting? Do these techniques add or detract from the story?
- X** What is plagiarism? How can writers avoid plagiarizing the ideas of others when developing plots?

Suggested Activities:

- X** Students create and solve crossword puzzles, word scrambles, list synonyms, antonyms and other vocabulary building activities.
- X** Students create a classroom/school newspaper including editorials, feature stories, news articles, comic strips, word games, letters to the editor, classified ads, advice and gossip columns.
- X** Assign a paper that requires students to use the research skills that were modeled: collecting, organizing and presenting information.

Key Vocabulary:

concise	divulge	proclamation	destination	metaphor
scan	fortification	motive	clichés	parody
artifact	acquisition	devise	imply	symmetrical
deduction	inconspicuous	scheme	infer	misleading



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Parents trust it.




Lesson Plan for Time Exposures

Run Time: Twenty-Six 30 minute episodes

Curricular Area: History

Recommended Age: 10 - 16 years old

After viewing this series, students will be able to:

-  Develop an interest in history.
-  Gain an understanding of research strategies.
-  Locate information using research skills.

Synopsis:

When Anne and Winston McKay-Soames are joined by their cousins at their grandmother's, they find more than they bargained for in the grand old mansion. Sparked by curiosity when Gran and her butler warn them to stay out of the basement, the children discover a room that serves as a time portal. Sometimes by choice and sometimes by chance, they are propelled through history and find themselves in exotic and dangerous encounters.

Think About:

- X If you could talk to one of the historical characters profiled on **Time Exposures**, what advice would you give?
- X When the butler Bradshaw finds he is aboard the ill-fated Titanic, he says, "Grant me the serenity to accept what can not be changed, the courage to change what can be changed, and the wisdom to distinguish one from the other." What did he mean?
- X When the last Crown Prince of Russia mysteriously appears in the basement, why is he sent back in time?
- X Why must the room never be discovered? What are the possible consequences if the room's powers were abused?
- X Where in time would you go if given the chance? How might you influence history? Can you influence present time?

Suggested Activities:

- X Plot a timeline on historical navigational voyages or land expeditions. Write and illustrate a daily diary or captain's log of difficulties encountered along the way.
- X Research a historical event and create a bibliography of books, magazines, and films that relate to it.
- X Write a story about where you would go if you could travel in time. Provide details on the setting, way of life and people. How would your presence there influence history?

Key Vocabulary:

Portal
Exposure

Serenity
Passage

Czar
Voyage

Hostage
Hemophilia



- R - GRAM

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AUGUST 1997

AWARDS!!



WAM! America's Kidz Network received a Clarion Award from *Women in Communications* and a Silver Mark Award from CTAM for *WAM! Goes To Washington*, a kids' look at our nation's Capitol.

WAM! KIDS MAKE A DIFFERENCE

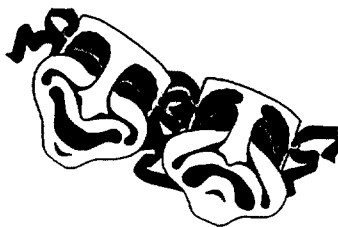
Our first report of an outstanding young volunteer – someone who motivates others kids to "Make A Difference" is *Softball for Everyone* – Kristen Deaton, a 17-year-old avid softball player, started the Anyone Can Softball League in 1995 for kids with special needs. Each kid is assigned a "buddy," who helps the player participate fully in the game. The league has grown to more than 100 players and has a championship game played at the National Softball Hall of Fame field in Oklahoma City, Oklahoma. Kristen has been able to mobilize adults as well as other teens to make a difference for kids with special needs.

MOVIE HIGHLIGHTS

August

Alan and Naomi
Bugsy Malone

The Last Starfighter
Roxanne



WAM! GOES GLOBAL



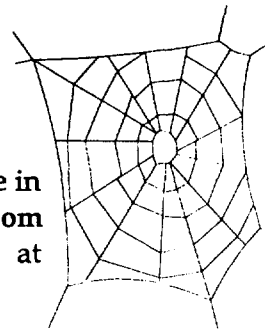
Look for these informational shorts designed to keep kids globally connected -- in a language kids understand. For instance, a piece on international

security explains the role of the Secret Service -- "what's up" with those guys in the trench coats and dark glasses. Other shorts brief kids on proper techniques for internationally acceptable handshakes and how to hang the flags of major world powers. A piece on global warming explains why kids should care about international issues.

The WAM! Family Graham completed their one year trip across the United States with a rousing 4th of July Homecoming in Wichita, Kansas highlighted by fireworks and a glow-in-the-dark WAM! display. Courtney Graham, 12-year-old WAM! Roving Reporter, was awarded a plaque with the first WAM! Seal of Approval for her informative *Where In The WAM! World Are They* reports.

CHECK OUR WEB SITES

Visit the Bulletin Boards at Cable in the Classroom-www.ciconline.com and Kids' Planet Video at www.pvttv.org



Remember: WAM! is the only noncommercial cable network dedicated to providing kid-friendly, socially-responsible entertainment and education just for young people 8-16.

Call your local cable operator or your satellite provider today and ask for WAM!